

Bc. Artur Paulouski

Software Engineer

In addition to technical skills, I also demonstrate soft skills.

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PROJECTS

Data Fortress - bachelor project.

* 3D Unity (C#) Tower Defense game teaching cybersecurity, evaluated via MEEGA+ (3.34/5) with an 80% quiz pass rate. Backed by a Spring Boot REST API containerised with Docker and deployed on AWS (ECS Fargate, RDS PostgreSQL).

Dama – full-stack draughts game.

* Console and web checkers with a Spring Boot REST API; one service interface with three swappable implementations (JPA, JDBC, REST client) via Spring profiles. Java 17, React, PostgreSQL, JUnit.

Red Riding Glitch - 3D puzzle game.

* 3D game in Unity (C#), conceived at GameJam 2025 (2nd place) and presented at Live IT Projects 2026 with mentorship from Košice studio Games Farm. Built the atmospheric audio layer in C# and environment models in **Blender**.

Project Trailer - Kotlin IDE onboarding plugin.

* JetBrains challenge. Built the plugin's tool-window UI and the Tour navigation controller (start/next/prev) in Kotlin; also ran user interviews and pitched.

Pocket realtor - AI property search platform.

* megabrAIns 2025 hackathon (Deutsche Telekom). Project manager and pitcher; authored the technical documentation (problem, architecture, data sources).

EXPERIENCE

Student2Mass: Banking Shift (Tatra Banka) — 01.-03.2025

* Collaborated with Tatra Banka on a data-driven project analyzing student banking behavior. Conducted market research, customer segmentation, and proposed retention strategies to improve transition from student to mass banking services. **20 personal interviews** were conducted.

Organizer of the Online Camp "What is it like to be a Game Maker?" — 04.-06.2024

* Coordinated a training session focused on basic game design skills, with participants gaining knowledge of Unity and C# development. Camp was created by the Y-Community (30 members) with financial support from the EU and the Goethe Institute in Vilnius to support Belarusian participants (about 100).

HARD SKILLS

- **Languages:** Java, C#, JS
- **Web Development:** Spring Boot, REST APIs, JUnit
- **DevOps:** Docker, AWS, Maven, Git, Linux CLI
- **Databases:** PostgreSQL
- **Frameworks:** Unity3D, React, Blender, Figma
- **Other:** OOP, design patterns, AI prompting, HTML, CSS

SOFT SKILLS

- Attention to detail
- Creative problem solving
- Communication & presentation
- Teamwork & collaboration
- Adaptability

LANGUAGES

- Slovak (C1)
- English (B2)
- Russian/Belarusian (C2)

CERTIFICATES

AWS Cloud Days
IBM Consulting, 2026

Google AI Essentials & Prompting Essentials
Google, Coursera, 2025

Learn JavaScript
Codecademy, 2025

DevOps Adventures
best.eu.org course in Technical University of Denmark, 2024

MEMBERSHIP

Nexteria Leadership Academy in Košice
Student L3

EDUCATION

Master's degree in Computer Science — 2026-PRESENT
Johannes Kepler Universität Linz, Austria (exchange semester)
Technical University of Košice, Slovakia

Bachelor's degree in Computer Science — 2023-2026
Technical University of Košice, Slovakia